

CLAIMS

1. A computer based game for children including at least one scenario comprising:

5 (a) said game creating a psychological profile for a particular one of said children based upon the psychological characteristics of said child as a result of interaction with said child; and

10 (b) said game modifying said at least one scenario for said child based upon said psychological profile.

15 2. The game of claim 1 further comprising said child interacting with said at least one scenario of said game, and said psychological profile being created prior to said child interacting with said at least one scenario of said game.

20 3. The game of claim 2 further comprising said child interacting with another one of said at least one scenario of said game and said game modifying said another one of said at least one scenario for said child based upon said psychological profile.

25 4. The game of claim 3 further comprising modifying said psychological profile in accordance with said child interacting with said another one of said at least one scenario.

30 5. A method of playing a game comprising:

35 (a) creating a psychological profile for a particular one of said children based upon the psychological characteristics of said child as a result of interaction with said child; and

(b) modifying said at least one scenario for said child based upon said psychological profile.

6. The method of claim 5 further comprising said
5 child interacting with said at least one scenario of said game, and creating said psychological profile prior to said child interacting with said at least one scenario of said game.

10 7. The method of claim 6 further comprising said child interacting with another one of said at least one scenario of said game and modifying said another one of said at least one scenario for said child based upon said psychological profile.

15 8. The method of claim 7 further comprising modifying said psychological profile in accordance with said child interacting with said another one of said at least one scenario.

20 9. The method of claim 8 wherein another separate psychological profile is created for another child prior to said another child interacting with said at least one scenario of said game.

25 10. The method of claim 9 wherein said at least one scenario of said game is modified in a first manner with respect to said child and modified in a second manner, different than said first manner, with respect to said
30 another child.

35 11. A computer based game for children including at least one scenario comprising:

- (a) said game creating a psychological profile for a particular one of said children based upon the psychological characteristics of said child as a result of interaction with said game; and
- (b) said game modifying said at least one scenario for said child based upon said psychological profile so that same game is different than it would have been if said game was free from said modification.

12. The game of claim 10 further comprising creating said psychological profile for said particular one of said children based upon interaction with said child.

13. The game of claim 10 further comprising said child interacting with said at least one scenario of said game, and said psychological profile being created prior to said child interacting with said at least one scenario of said game.

14. The game of claim 12 further comprising said child interacting with another one of said at least one scenario of said game and said game modifying said another one of said at least one scenario for said child based upon said psychological profile.

15. The game of claim 13 further comprising modifying said psychological profile in accordance with said child interacting with said another one of said at least one scenario.

16. A method of playing a game comprising:

(a) creating a psychological profile for a particular one of said children based upon the psychological characteristics of said

child as a result of interaction with said game; and

5 (b) modifying said at least one scenario for said child based upon said psychological profile so that same game is different than it would have been if said game was free from said modification.

17. The game of claim 10 further comprising creating
10 said psychological profile for said particular one of said children based upon interaction with said child.

18. The method of claim 10 further comprising said child interacting with said at least one scenario of said game, and creating said psychological profile prior to said child interacting with said at least one scenario of said game.
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19. The method of claim 12 further comprising said child interacting with another one of said at least one scenario of said game and modifying said another one of said at least one scenario for said child based upon said psychological profile.
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25 20. The method of claim 11 further comprising modifying said psychological profile in accordance with said child interacting with said another one of said at least one scenario.

30 21. The method of claim 12 wherein another separate psychological profile is created for another child prior to said another child interacting with said at least one scenario of said game.

35 22. The method of claim 13 wherein said at least one scenario of said game is modified in a first manner with

respect to said child and modified in a second manner, different than said first manner, with respect to said another child.

5 23. A computer based game for children including at least one scenario comprising:

- (a) said game obtaining the age for a first particular one of said children as a result of interaction with said game;
- (b) said game obtaining the age for a second particular one of said children as a result of interaction with said game; and
- (c) said game modifying said at least one scenario for said first and second child based upon said respective ages so that same game is different than it would have been if said game was free from said modification.

24. The game of claim 20 further comprising creating
20 said psychological profile for said first particular one of
said children based upon interaction with said child.

25. The game of claim 20 further comprising said first particular one of said children interacting with said at least one scenario of said game, and said psychological profile being created prior to said first particular one of said children interacting with said at least one scenario of said game.

30 26. The game of claim 22 further comprising said first
particular one of said children interacting with another one
of said at least one scenario of said game and said game
modifying said another one of said at least one scenario for
said first particular one of said children based upon said
35 psychological profile.

27. The game of claim 23 further comprising modifying said psychological profile in accordance with said first particular one of said children interacting with said another one of said at least one scenario.

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28. A method of playing a game comprising:

- (a) obtaining the age for a first particular one of said children as a result of interaction with said game;
- 10 (b) obtaining the age for a second particular one of said children as a result of interaction with said game; and
- 15 (c) modifying said at least one scenario for said first and second child based upon said respective ages so that same game is different than it would have been if said game was free from said modification.

29. The method of claim 25 further comprising said

20 first particular one of said children interacting with said at least one scenario of said game, and creating said psychological profile prior to said first particular one of said children interacting with said at least one scenario of said game.

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30. The method of claim 26 further comprising said first particular one of said children interacting with another one of said at least one scenario of said game and modifying said another one of said at least one scenario for said first particular one of said children based upon said psychological profile.

31. The method of claim 27 further comprising modifying said psychological profile in accordance with said child interacting with said another one of said at least one scenario.

32. The method of claim 28 wherein another separate psychological profile is created for said second particular one of said children prior to said second particular one of said children interacting with said at least one scenario of said game.

manner, with respect to said second particular one of said children.

34. A computer based game for children including at least one scenario comprising:

- (a) said game creating a psychological profile for a particular one of said children based upon the psychological characteristics of said child as a result of interaction with said child;
- (b) said game supplementing said psychological profile for said particular one of said children based upon the psychological characteristics of said child as a result of interaction with a care giver of said child;
- (c) said game modifying said at least one scenario for said child based upon said psychological profile.

30 35. The game of claim 30 wherein said care giver is at least one of a parent and a baby sitter.

36. The game of claim 30 further comprising said particular one of said children interacting with said at least one scenario of said game, and said psychological profile being created prior to said particular one of said

children interacting with said at least one scenario of said game.

37. The game of claim 32 further comprising said
5 particular one of said children interacting with another one
of said at least one scenario of said game and said game
modifying said another one of said at least one scenario for
said particular one of said children based upon said
psychological profile.

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38. The game of claim 32 further comprising said
psychological profile being supplemented as a result of said
interaction with said care giver prior to said particular
one of said children interacting with said at least one
15 scenario of said game.

39. The game of claim 30 wherein said psychological
profile includes at least one of:

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- (a) a social assessment which relates to the management of relationships with one another;
- (b) a language assessment which relates to understanding the meaning of words and their use;
- (c) a logic assessment which relates to solving problems in a step-by-step manner;
- (d) a numbers assessment which relates to understanding the use of numbers;
- (e) a visual assessment which relates to visualizing images;
- (f) a spatial assessment which relates to manipulating an image;
- (g) a movement assessment which relates to coordinating the body; and
- (h) an emotional assessment which relates to recognizing emotions.

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40. The game of claim 30 wherein said psychological profile includes a plurality of specific concerns.

41. The game of claim 36 wherein said specific
5 concerns are modified as a result of the child's interaction
with said game.

42. A method of playing a game comprising:
10 (a) creating a psychological profile for a particular one of said children based upon the psychological characteristics of said child as a result of interaction with said child;
15 (b) supplementing said psychological profile for said particular one of said children based upon the psychological characteristics of said child as a result of interaction with a care giver of said child;
20 (c) modifying said at least one scenario for said particular one of said children based upon said psychological profile.

43. The method of claim 35 further comprising said particular one of said children interacting with said at least one scenario of said game, and creating said psychological profile prior to said particular one of said children interacting with said at least one scenario of said game.

30 44. The method of claim 36 further comprising said particular one of said children interacting with another one of said at least one scenario of said game and modifying said another one of said at least one scenario for said particular one of said children based upon said
35 psychological profile.

45. The method of claim 37 further comprising modifying said psychological profile in accordance with said particular one of said children interacting with said another one of said at least one scenario.

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46. The method of claim 36 further comprising supplementing said psychological profile as a result of said interaction with said care giver prior to said particular one of said children interacting with said at least one scenario of said game.

10 47. The method of claim 35 wherein said psychological profile includes at least one of:

- (a) a social assessment which relates to the management of relationships with one another;
- (b) a language assessment which relates to understanding the meaning of words and their use;
- (c) a logic assessment which relates to solving problems in a step-by-step manner;
- (d) a numbers assessment which relates to understanding the use of numbers;
- (e) a visual assessment which relates to visualizing images;
- (f) a spatial assessment which relates to manipulating an image;
- (g) a movement assessment which relates to coordinating the body; and
- (h) an emotional assessment which relates to recognizing emotions.

20 25 30 48. The method of claim 35 wherein said psychological profile includes a plurality of specific concerns.

49. The method of claim 41 wherein said specific concerns are modified as a result of the child's interaction with said game.

5 50. A computer based game for children including at least one scenario comprising:

- 10 (a) said game creating a psychological profile for a particular one of said children based upon interaction with said child configuring a graphical representation of said particular one of said children for said game; and
- 15 (b) said game modifying said at least one scenario for said child based upon said psychological profile.

51. The game of claim 40 wherein said configuring said graphical representation includes the selection of an age, a name, and a gender of said particular one of said children.

20 52. The game of claim 41 wherein said game automatically modifies said psychological profile to represent an increased age of said child as time elapses.

25 53. The game of claim 41 wherein said game presents a modified graphical representation for said particular one of said children representative of a child of an increased age as time elapses.

30 54. The game of claim 41 wherein said game presents a graphical representation that represents either a female if said particular child is female and a male if said particular child is male.

35 55. The game of claim 41 wherein said configuring said graphical representation includes the selection of the

exterior appearance of said graphical representation after said selection of said age and said gender.

5 56. The game of claim 45 wherein said exterior appearance includes the selection of the size and proportions of said graphical representation.

10 57. The game of claim 45 wherein said exterior appearance includes the selection of at least one of the clothes and costumes for said graphical representation.

15 58. The game of claim 41 wherein said psychological profile is modified in accordance with said age and said gender of said particular one of said children.

15 59. The game of claim 45 wherein said psychological profile is modified in accordance with said exterior appearance of said graphical representation.

20 60. The game of claim 49 wherein said configuring said graphical representation includes the selecting of preferences of said particular one of said children including at least one of said particular one of said children's favorite things, favorite activities, and favorite things.

25 61. A method of playing a game comprising:

30 (a) creating a psychological profile for a particular one of said children based upon interaction with said child configuring a graphical representation of said particular one of said children for said game; and

35 (b) modifying said at least one scenario for said child based upon said psychological profile.

62. The method of claim 45 wherein configuring said graphical representation includes the selection of an age, a name, and a gender of said particular one of said children.

5 63. The method of claim 46 further comprising automatically modifying said psychological profile to represent an increased age of said child as time elapses.

10 64. The method of claim 46 further comprising presenting a modified graphical representation for said particular one of said children representative of a child of an increased age as time elapses.

15 65. The method of claim 41 further comprising presenting a graphical representation that represents either a female if said particular child is female and a male if said particular child is male.

20 66. The method of claim 46 further comprising said configuring said graphical representation by the selection of the exterior appearance of said graphical representation after said selection of said age and said gender.

25 67. The method of claim 50 wherein said exterior appearance includes selecting the size and proportions of said graphical representation.

30 68. The method of claim 50 wherein said exterior appearance includes selecting at least one of the clothes and costumes for said graphical representation.

35 69. The method of claim 46 further comprising modifying said psychological profile in accordance with said age and said gender of said particular one of said children.

70. The method of claim 50 further comprising modifying said psychological profile in accordance with said exterior appearance of said graphical representation.

5 71. The game of claim 54 further comprising configuring said graphical representation to include selecting of preferences of said particular one of said children including at least one of said particular one of said children's favorite things, favorite activities, and
10 favorite things.

72. A computer based game for children including at least one scenario comprising:

15 (a) said game creating a psychological profile for a particular one of said children based upon the psychological characteristics of said child;

20 (b) said game modifying said at least one scenario for said child based upon said psychological profile;

25 (c) said scenario provides a game with predefined rules for said child to play;

 (d) said scenario permits the child to break said predefined rules which may result in the child winning the game; and

30 (e) said scenario rewards said child in response to not breaking said predefined rules after being provided with the opportunity to said break said predefined rules.

73. A computer based game for children including at least one scenario comprising:

35 (a) said game creating a set of data based upon interaction of said child with said game;

 (b) said game forwarding said data to at least one of.

- (i) a printing company;
- (ii) a printing and binding company;
- (iii) a video company;
- (iv) a toy company;
- (v) a music company;

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- (c) a respective one of said companies in turn providing, based upon said set of data, to said child:

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- (i) a greeting card from said printing company;
- (ii) a postcard from said printing company;
- (iii) a trading card from said printing company;
- (iv) a video from said video company;
- (v) a toy from said toy company;
- (vi) a compact disc from said music company.

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74. The game of claim 73 wherein said data is forwarded to said printing company.

75. The game of claim 73 wherein said data is forwarded to said printing and binding company.

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76. The game of claim 73 wherein said data is forwarded to said video company.

77. The game of claim 73 wherein said data is forwarded to said toy company.

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78. The game of claim 73 wherein said data is forwarded to said music company.

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79. A method of playing a game comprising:

- (a) creating a set of data based upon interaction of said child with said game;

(b) forwarding said data to at least one of:

- (i) a printing company;
- (ii) a printing and binding company;
- (iii) a video company;
- 5 (iv) a toy company;
- (v) a music company;

(c) a respective one of said companies in turn providing, based upon said set of data, to said child:

- 10 (i) a greeting card from said printing company;
- (ii) a postcard from said printing company;
- (iii) a trading card from said printing company;
- 15 (iv) a video from said video company;
- (v) a toy from said toy company;
- (vi) a compact disc from said music company.

20 80. The method of claim 79 wherein said data is forwarded to said printing company.

81. The method of claim 79 wherein said data is forwarded to said printing and binding company.

25 82. The method of claim 79 wherein said data is forwarded to said video company.

30 83. The method of claim 79 wherein said data is forwarded to said toy company.

84. The method of claim 79 wherein said data is forwarded to said music company.